

TOTALLY NEW
ADVENTURE
DUDES!

TEENAGE MUTANT NINJA
TURTLES

TURTLES IN TIME



- Hit or Dedicated
- 1-4 Players
- Buy-In and Continuation Features
- Horizontal Monitor



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TEENAGE MUTANT NINJA

TURTLES

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- **Kit or Dedicated**
- **1-4 Players**
- **Buy-in and Continuation Features**
- **Horizontal Monitor**
- **Player's Controls Are:**

1. 8-way Joystick

2. Buttons

Jump

Attack

Let's kick shell! The Teenage Mutant Ninja Turtles are back in an all-new, shell-shocking adventure through time. It all begins when Krang and Shredder steal the Statue of Liberty. The fearsome foursome—Leonardo, Michelangelo, Donatello, and Raphael—use to retrieve the statue, no matter what the cost. The teens are counting on their expertise in the art of Ninjitsu, as well as Pizza Power, to get them through this escapade. They search the Big Apple, through the city's streets and alleys, confronting Shredder's evil Foot Clan soldiers, robots, and other acronyms. Then it's sewer-surfin' time, as our boys hop aboard their jet-powered skateboards and go underground to battle Shredder's alien sewer-dwellers. As Shredder begins to realize that the Turtles never say die, he decides to banish them into a time warp, hoping they'll never return.

Our heroes in a half-shell boldly face the challenge of time travel. First stop is Prehistoric Turtlemania, where cavemen, pterodactyls, and fire-breathing dinosaurs are on the prowl for turtle meat. After they escape the stone age, the Turtles warp to the Skull & Crossbones era, aboard a pirate ship. Then it's on to the "Buy my Shell" at "Wounded Knee" period of the old west, to round up a variety of outlaws and Foot Clan soldiers. After the good teens has rustled up all the bad guys, Shredder beams them way into the future—the year 2020, for some neon night-riding against the flying Foot Clan, then to Starbase 2100—where no turtle has gone before.

When the Turtles have finally taken care of all Shredder's henchmen, they are zapped back to the present—right into the Technodrome, the secret headquarters of Shredder and Krang. Here, they face-off with the villainous Shredder himself. Will this be the final shell-shock, or can the radical Turtles band together to blast Shredder into the final frontier?

